```
1    let myKey = document.querySelectorAll(".key");
2    let boom = document.getElementById("boom");
3    let clap = document.getElementById("clap");
4    let hihat = document.getElementById("hihat");
5    let kick = document.getElementById("kick");
6    let tink = document.getElementById("tink");
7    let colors = document.querySelector(".colors");
8
9    window.addEventListener("keydown", playDrum);
10
11 ▼ function playDrum(evt) {
12
13 ▼     if (evt.key == "a") {
14             boom.play();
15             boom.currentTime = 0;
16             myKey[0].classList.toggle("hover");
17             colors.classList.toggle("red");
18
19             setTimeout(blend, 200);
20
21 ▼         function blend() {
22 ▼             for (var i = 0; i < myKey.length; i++) {
23                     console.log("current loop" + i);
24                     myKey[i].classList.remove("hover");
25                     colors.classList.remove("red");
26                 }
27             }
28 ▼     } else if (evt.key == "s") {
29             clap.play();
30             clap.currentTime = 0;
31             myKey[1].classList.toggle("hover");
32             colors.classList.toggle("green");
33             setTimeout(blend, 200);
```

JAVASCRIPT

Using JavaScript, we declared the div key as a variable. We added an event listener to the DOM window which triggers playDrum function on keydown. Function playDrum consists of if statements. First condition; if the user presses keyboard key A the function will play sound boom, class hover (changes the color of the text) will be added and removed from the key array, and the colored red div will be applied and removed from the drum.

Second condition; if the user presses S key the function will play sound clap, class hover (changes the color of the text) will be added and removed from the key array, and the colored green div will be applied and removed from the drum.